```
...nheritance and Polymorphism\Game\Game Inheritence\Key.h
1 #include "PlaceableActor.h"
 2
 3 class Key : public PlaceableActor
 4 {
 5 public:
        Key(int x, int y, int colour)
            : PlaceableActor(x, y, colour)
 8
        }
        virtual void Draw() override;
10
11 };
```